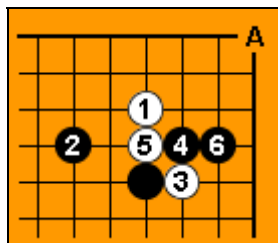


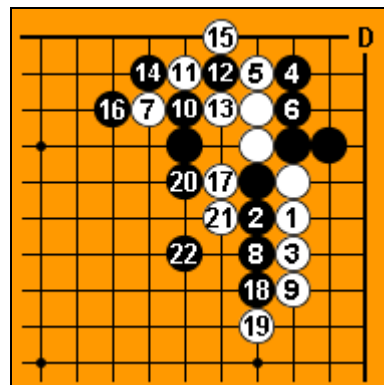
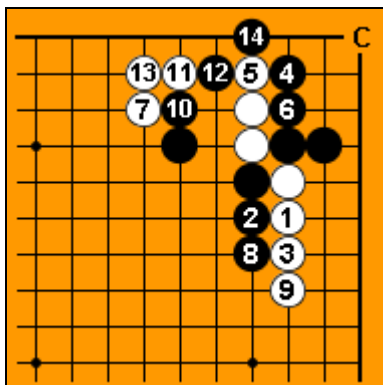
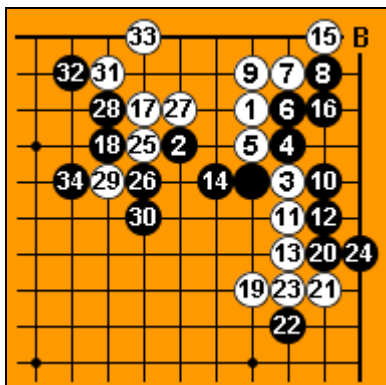
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Korean trick move # 7



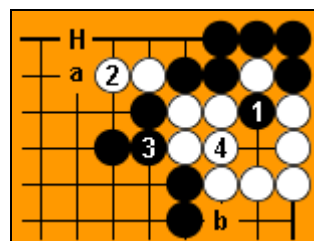
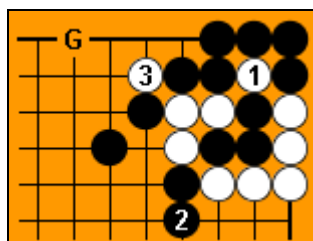
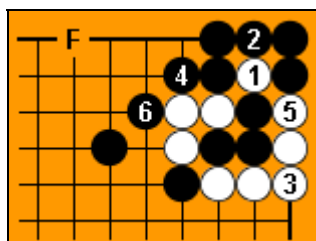
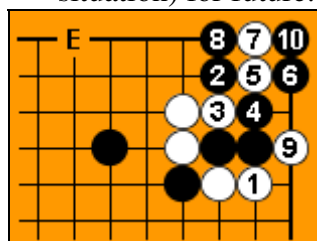
Black 6 on Diagram A is a new move, which was recently invented in Korea.



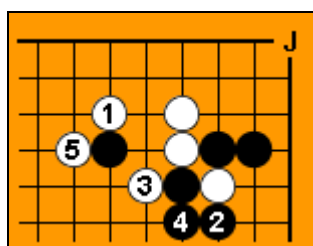
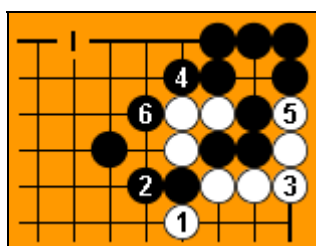
You can see the classic joseki on Diagram B. On the empty board the result is usually favorable for White.

White 1 on Diagram C is wrong. Black's corner would be too big. It is not easy for White to win the race or escape by capturing the stone at 13 on Diagram D.

White can block at 1 and use the famous tesuji on next four Diagrams (E, F, G and H), but the final result is not good for White. Black's group looks dead, but actually the adji is really bad. On Diagram H Black may think about tennuki, keeping the attachments at a or b (according to the situation) for future.



It is very important for White to start from the atari at 1 on Diagram I. The result would be about equal.



You can see the right punishment on Diagram J. White's shape is powerful and the result is promising for her.